CoK26 - Advance on Callenspire - Chris Pudney

2300 / 2300 VALID

1st Battalion

Matriarch	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Warlord Hero (Inf)	7	3+	-	5+	2	6	16	2	[210]

Special Rules: *Aura(Vicious (Combat - Hemicyon Trait Only)),Crushing Strength(2),Individual, Strider, Very Inspiring, Pack Leader*

Witch Hunter [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Inf)	7	3+	-	4+	1	5	15	2	[160]

Special Rules: *Crushing Strength(1),Elite(Combat - vs Spellcaster Trait only),Fearless, Individual, Inspiring, Spellward, Strider*

Xorxoi Prowlmaster [U]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Champion Hero (Lrg Inf)	7	4+	4+	4+	1	4	15	3	[180]
Long Bow (24", Blast (2),Piercing (1))									

Special Rules: *Base(50mm),Elite(Ranged),Individual, Inspiring, Pathfinder, Scout, Stealthy, Alchemical Powders*

Brotherhood of Yan	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Inf Regiment	5	4+	-	3+	2	12	15	2	[85]

Special Rules: *Iron Resolve(1)* ***Traits:*** *Yan*

Spearwardens	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Regiment	7	3+	-	5+	2	15	17	2	[195]

Special Rules: *Crushing Strength(1),Strider, Phalanx* ***Traits:*** *Hemicyon*

Warrior Pack	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Hvy Inf Horde	7	4+	-	4+	4	30	24	2	[235]

Special Rules: *Crushing Strength(1),Strider* ***Traits:*** *Hemicyon*

Plainstalkers	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Core Lrg Inf Regiment	7	4+	5+	4+	2	12	16	3	[185]
Bows (24", Piercing (1))									

Special Rules: *Feint, Pathfinder, Scout* ***Traits:*** *Hemicyon, Hunter*

Wildfangs	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Inf Regiment	7	4+	-	4+	2	24	18	3	[255]
Brew of Strength									[40]

Special Rules: *Crushing Strength(2),Nimble, Strider, Wild Charge(D3)* ***Traits:*** *Hemicyon, Hunter*

Lionsnarl Cavalry	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Specialist Lrg Cav Regiment	9	3+	-	5+	2	20	18	4	[270]

Special Rules: *Crushing Strength(1),Thunderous Charge(2),Vicious(Combat)* ***Traits:*** *Hemicyon, Beast*

Shaoquan	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	6	3+	-	4+	2	X+5	16	4	[140]

Special Rules: *Crushing Strength(2),Fearless, Height(4),Iron Resolve(1),Retaliate!, The bigger they are…* ***Traits:*** *Beast*

Witch Cage	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Mon	7	4+	-	4+	2	5	14	3	[130]

Special Rules: *Aura(Spellward),Crushing Strength(1),Height(3),Strider, Arcane Silence, Spellsteal* ***Traits:*** *Hemicyon, Hunter*

Gokluu [2]	Sp	Me	Sh	De	US	Att	Ne	Ht	Pts
Support Ti	10	3+	-	5+	2	10	18	5	[255]

Special Rules: *Crushing Strength(3),Inspiring(Self),Pathfinder, Rallying* ***Traits:*** *Beast*

Total Units: 12 **Total Unit Strength:** 24
Total Points: 2300

Command Order	Target	Description

Tenacity!	3	The unit may re-roll a single failed to hit roll in Combat this Turn. It cannot be used to re-roll a dice for an attack that has the Blast special rule.
Tactical Retreat!	4	If the unit performs a Back! order, it may move up to its Sp value, but may not make any pivots. This order may not be issued to a unit carrying a Loot Counter.
Fight on with Honour!	4	Units with the Hemicyon Trait only. For each successful result on the dice rolled to issue this order, the unit removes one damage it previously suffered.
Pack Attack	4	Units involved in a Combat with multiple Engaged friendly units only. The unit gains the Brutal (2) special rule.
Bloodhound	4	Units with the Hunter Trait only. The unit gains the Slayer (+nD3 - Combat) special rule until the end of the Turn, where n is the number of successful results on the dice rolled to issue this order.
Sic 'em!	4	Units with the Hemicyon Trait only. The unit gains the Thunderous Charge (+1) special rule.
For the Greater Good	4	Units with the Yan Trait only. For each successful result on the dice rolled to issue this order, the unit gains one damage but also increases is Sp by +1. No Nerve test is taken for damage suffered this way.

Special Rule	**Description**
Alchemical Powders	The attacks from Xorxoi's Long Bow have Blast (2).
Arcane Silence	In this unit's Movement Phase, choose one enemy unit within 12". That unit does not get the benefit of any magical artefect it has until the end of its next Turn.
Aura (n)	(n) is a special rule or bonus that the Aura grants to the unit itself and all friendly units while they are within 6” of the unit. An Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or Trait in addition to the unit with the Aura itself. For example, Aura (Wild Charge (1) Herd Trait only) would confer the Wild Charge (1) special rule to all friendly units within 6” with the Herd Trait. Occasionally an Aura may have a longer range, which will be specified before the listed bonus. Effects of Auras of the same type are not cumulative. So, for instance, a unit covered by two Auras (Thunderous Charge (+1)) do not gain Thunderous Charge (+2). Units only gain special rules that affect Combat or Ranged attacks (such as +n Att, +n Me, Brutal, Elite, Crushing Strength etc.) if they are within the Aura when the attacks are being resolved. Extra attacks granted in this way are applied to the unit’s profile before any potential doubling for Flank or Rear bonuses. If an Aura increases the stats of the units within range, the bonus is assumed to have already been applied to the unit with the Aura (you can’t add it again!). Units only gain special rules that affect movement (such as Pathfinder, Strider, Wild Charge etc.) if they are within the Aura at the beginning of their movement.
Base (n)	This unit must be on the base size specified by n.
Blast (n)	For each of the unit’s attacks that hit the target, the target suffers a number of hits equal to the number in brackets, rather than a single hit. For example, if a unit suffers a single hit from a Blast (D6+3) attack, it will suffer from four to nine hits rather than a single one. If a unit suffers four hits from a Blast (D3) attack, it will suffer from four to twelve hits rather than a single one. Once this is done, roll for damage as normal for all of the hits caused
Crushing Strength (n)	All hits caused by attacks from this unit in Combat have a (+n) modifier when rolling to damage. For example: when rolling to damage in Combat with an attack that has Crushing Strength (1),a roll of 4 would become a roll of 5.
Elite	Whenever the unit rolls to hit, it re-rolls all dice that score a natural, unmodified 1. Elite may specify which phase it is limited to: e.g. Elite (Ranged) means the rule applies only in the Ranged Phase.
Fearless	When taking Nerve tests, this unit treats Wavering as Steady.
Feint	If this unit decides to Withdraw! from Combat, it does so automatically, without taking a Nerve test. If a unit with Feint is not Wavering after its Withdraw! move, it may then perform a Change Facing! order.
Height (n)	If a unit is a different height from the standard of its unit type (see chart on page 12),its height is the number given in this special rule as (n).
Individual	This rule is explained on page 42.
Inspiring	If this unit, or any friendly unit within 6” of this unit, suffers a Wavering or Rout result (including when attempting to Withdraw!),that Nerve test must be rerolled. The second result stands. Note that a unit may also have a qualifier for its Inspiring rule. In this case the unit will only Inspire itself and the unit(s) specified.
Iron Resolve (n)	If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre-point while executing a Charge! order.
Pack Leader	This unit may issue Command Orders up to 18".
Pathfinder	The unit may move At The Double! through Difficult Terrain as though it were Open Terrain.

Phalanx	Cavalry, Large Cavalry, and units with the Fly special rule that Charge this unit's front are Hindered.
Piercing (n)	All hits caused by Ranged attacks from a unit or weapon with this special rule have a (+n) modifier when rolling to damage. For example: when rolling to damage with a Ranged attack that has Piercing (1),a roll of 4 would become a roll of 5.
Rallying	Friendly units within 6" of this unit have +1 to their Nerve value. This is not cumulative if multiple units with Rallying are in range.
Retaliate!	If a unit starts its Turn Engaged with two or more enemy units, in the Combat Phase, it gains Crushing Strength (+1) on any attacks it allocates to one of those enemy units. A unit with this special rule can never be ordered to Withdraw!
Scout	The unit can make a single Advance! order after set-up is finished but before the first Turn of the game begins. If both armies have units with this rule, both players roll a single die. The highest scorer decides who begins to move one of their Scout units first, then the players alternate until all Scout units have been moved. Players then roll to determine who takes the first Turn as normal.
Spellsteal	This unit may choose to cast any spell that an enemy unit within 18" has, but rolling a maximum of 5 dice. For example if an enemy unit within 18" had Lightning Bolt (7),the unit with Spellsteal could cast Lightning Bolt (5).
Spellward	All spells, both friendly and enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Spellward	All spells, both friendly and enemy, targeting this unit suffer a -1 to hit modifier. Note that rolls of natural unmodified 6s still always hit.
Stealthy	Enemy units making Ranged attacks against this unit suffer an additional -1 to hit modifier.
Strider	This unit's Charge is not Hindered when charging through, or ending its Charge on, Difficult Terrain or Obstacles.
The bigger they are…	In Combat, this unit has 5+n attacks, where n is equal to the De value of the enemy unit. So if the enemy unit has De 4+, the Shaoquan will attack with 5+4 (9) dice.
Thunderous Charge (n)	If the unit has made a Charge! into Combat this Turn, all hits inflicted in Combat by this unit have a (+n) modifier when rolling to damage. This bonus is in addition to the unit's Crushing Strength (if any). However, the unit loses this bonus when Hindered.
Very Inspiring	This is the same as the Inspiring special rule, except that it has a range of 9". Any rule that affects Inspiring also affects Very Inspiring.
Vicious	Whenever the unit rolls to damage, it re-rolls all dice that score a natural, unmodified 1. Vicious may specify which phase it is limited to: e.g. Vicious (Combat) means the rule applies only in the Combat Phase.
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Wild Charge (n)	Units with this special rule add (n) to their charge range. This is added after Sp is doubled. For example, a unit with a Sp stat of 4 and Wild Charge (2) can Charge units up to 10" away. In some instances, the (n) value may be a variable die roll (e.g. Wild Charge (D3)). In these cases, roll a separate D3 for the unit after issuing a Charge order to it. If the number rolled means that the target unit is not in range to complete the charge, your unit must be given a different order, but cannot select an alternative unit to Charge!

Artefact	Description
Brew of Strength	The unit gains the Crushing Strength (+1) special rule.